THE MAGNETIC SCROLLS COLLECTION

FISH!
CORRUPTION
THE GUILD OF THIEVES

Virgin GAMES

Magnetic Scrolls

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HOW TO GET THE MOST FROM THIS MANUAL

This pack contains three games – The Guild of Thieves, Fish! and Corruption – which all take advantage of the Magnetic Scrolls Windowing Environment.

This manual is divided into five main sections – Running the Game on your Computer, The Windowing Environment, An Introduction to Adventuring, Game Specific Information, and the Glossary and Index.

Before starting, refer to the supplementary instructions contained in this package which detail what you should do to install The Magnetic Scrolls Collection on your computer. Then refer to the section Running the Game on your Computer for details on how to control the games.

For details on the Windowing Environment that the Magnetic Scrolls team has created for adventuring, refer to the section entitled The Windowing Environment – it contains descriptions of the windowing systems in the game.

If you are an old hand at adventuring, you may wish to skip the section headed An Introduction to Adventuring – but bear in mind that it contains a page of Tips and a sample transcript that might help you adjust to the Magnetic Scrolls way of thinking!

Before you begin play in earnest, read the section that gives game specific information – additional advice on the three games contained in this compilation is presented there, including detailed rules for play in the casino that you will need to enter in Corruption.

Finally, use the Glossary and Index section to check specific points about the terminology of the Windowing Environment and to find your way to detailed information on topics covered in this manual.

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RUNNING THE GAME ON YOUR COMPUTER

Installation
Cursor control with keyboard, mouse and joystick
Memory
Using and manipulating Windows
Icons
Pointers

Installation

This manual sets out to be a general guide to the principles of playing Magnetic Scrolls adventures. Please refer to the supplementary documentation for a detailed guide to installing and running the game on your computer.

Cursor control

The cursor and pointer used to control the game can be moved around using a mouse, a joystick or by using cursor keys and keyboard equivalents to achieve the same effect.

KEYBOARD ONLY

If you don't have a mouse or joystick, then don't despair; please refer to the supplementary documentation that accompanies this manual to discover the keyboard equivalents for your machine.

MOUSE AND JOYSTICK CONTROL

Throughout this manual we will use a few basic terms to describe the operation of a mouse – they also apply if you are using a joystick. Use the fire button on a joystick in place of the mouse button; if your mouse has more than one button, you use the left button to 'Click' – the right button is only used to bring pop-up menus onto the screen. As you move the mouse or manipulate the joystick, the active cursor or pointer will move around the screen.

Clicking

Once the pointer has been positioned where you want it, click the mouse button once.

Double-clicking

When the pointer is where you want it, click the mouse button twice in quick succession without moving the mouse in between clicks.

Dragging

When the pointer is where you want it, press and hold the mouse button down then move the mouse to drag the pointer to its new position. Once the pointer is in the right place, release the mouse button again.

Selecting menu items

This is like Dragging. Move the pointer to the top of a menu, press and hold the mouse button down – this reveals a pull-down menu. With the mouse button still held down, move the pointer until it is over the menu item you want to

select – when the desired menu item is highlighted, release the mouse button and you activate the menu command.

THE RETURN KEY

When you have finished typing your instructions, hit the RETURN key to tell your computer that you would like its response. The game will then act upon your instruction and give you the next bit of the story.

The RETURN key is represented in different ways on different manufacturers' keyboards – it might be labelled RETURN, ENTER or be marked with a ↵ Throughout this manual, this key will be referred to as the RETURN key.

Memory

Magnetic Scrolls adventures are large and complex programs. Unless you have seriously upgraded your computer, there is a good chance that a game will not all fit into RAM at once.

Although you can't see it and will not be able to access it, the program contains a memory management module which allocates available memory to the program and keeps track of the way the game uses available RAM. It decides what to include and what not to include at any point of the game.

Sometimes, the memory manager may close down one of the windows you have opened on the screen in order to open another window. When this need arises, the memory manager will ask you to help by selecting something to close down – dialog windows (also known as dialog boxes) will appear on the screen. Details on how to use dialog boxes appear on page 41.

In some rare circumstances, if you reject all of the memory manager's suggestions, you may end up with the chance to cancel the operation that caused the problem in the first place

AUTO WINDOW CONTROL

Sometimes you may notice what seem to be odd things happening: windows closing or opening mysteriously, for example. This is because the memory manager has a sophisticated system of automatic window control which decides which windows have precedence at any one time.

For example, if you are short on memory and you open the Help Window, the auto window control system may shut down the Map Window. It will remember the status of the Map, however, and as soon as you close the Help Window, the Map Window will re-open.

MAKING THE MOST OF MEMORY

All areas of the system need memory to function – some more than others. As a rule of thumb, the more stable and ordered your approach to manipulating windows, the better. Opening and closing windows ad hoc and frequently will soon consume available memory, putting a lot of pressure on the memory manager. Following a few guidelines helps to reduce memory struggles:

DO

Ensure that your computer is set up to allow its maximum memory configuration. (If you are using a DOS machine, remember that it's DOS memory that counts – the game does not take full advantage of extended memory.)

Ensure that any non-essential memory-resident software is disabled before you run the game. Refer to your computer's instruction manual if you are unsure about this.

DO NOT

Mix large fonts if you can avoid it

Attempt to continue playing if the memory manager starts making requests noticeably more often than usual. If this happens, then

Close down all windows and re-open them, one by one

If that has no noticeable effect then

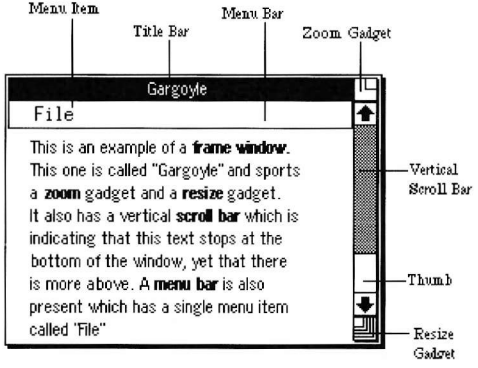
SAVE your current game, Quit the game then re-run the game.

Using Windows

Windows are individual, self-contained areas of the screen through which you communicate with the game. You can move them, resize them, open them and close them. The window you are working in at any given time is called the Active Window.

The Window that you will use most often is the Session Window – you enter commands against the > prompt at the bottom of the text in this window, and the computer responds to your instructions by placing text here.

ANATOMY OF A FRAME WINDOW

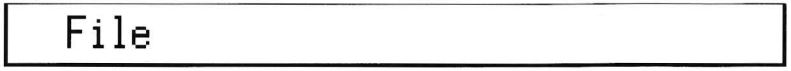

Menu Item
Title Bar
Menu Bar
Zoom Gadget
Gargoyle
File
This is an example of a **frame window**.
This one is called "Gargoyle" and sports
a **zoom** gadget and a **resize** gadget.
It also has a vertical **scroll bar** which is
indicating that this text stops at the
bottom of the window, yet that there
is more above. A **menu bar** is also
present which has a single menu item
called 'File"
Vertical Scroll Bar
Thumb
Resize Gadget

Let's take a close look at the components of a frame window, such as the Session Window shown here.

TITLE BAR

The title bar reveals a Window's name. You can move a window bodily around the Main Screen by putting the pointer in the Title Bar and dragging the mouse.

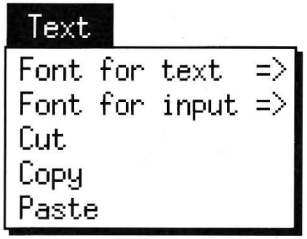
MENU BAR



The Menu Bar reveals the titles of the pull-down menus that can be accessed in the Window.

USING MENUS

To open a pull-down menu, move the pointer over its name in the Menu Bar then drag the mouse down to reveal the menu items.



To select a menu item, you move the highlight bar that appears inside the menu until it is over the required item then release the mouse button.

Some menu items have sub-menus, indicated by the => symbol; to access a sub menu, select the menu item and drag the mouse to the right.

ACCESSING A POP-UP MENU

The other type of menu found in the game is the Pop-Up Menu – they can appear anywhere on the screen and are activated by moving the pointer over an Icon then pressing and holding the right mouse button, or by pressing and holding the right mouse button when the cursor is in the Session Window.

Dragging the mouse inside a Pop-Up Menu allows you to select a menu item, just as it does in a Pull-Down menu.

USING THE SCROLL BARS

Scroll bars can be found at the right hand edge of a window, and sometimes along the bottom edge of a window. They enable you to scroll vertically and horizontally through the contents of a window.

Think of a Window as just that – a viewing frame through which you look onto information that lies behind it.

The white box in a scroll bar is called a Thumb, and the width or height of the Thumb is governed by the proportion of the total contents of the Window that is currently on display. A large window that looks onto a small amount of information will have a large Thumb, whereas a small Window that looks onto a large amount of information will have a small Thumb.

There are three ways of changing the view that a window gives onto

its contents: by dragging the thumb within the scroll bar; by clicking on either side of the thumb; and by clicking on the arrow-like gadgets that appear at each end of the scroll bar.

MANIPULATING WINDOWS

Windows can be manipulated in several different ways by clicking on the gadgets they contain

They can be closed by clicking on the Close gadget that is to be found in the top left corner

They can be grown or shrunk by dragging the Resize gadget found in the bottom right corner

They can be zoomed in and out by clicking the Zoom gadget at the top right, which toggles between the full size and the last size-and-position you set with the Resize gadget.

Icons

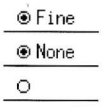
Icons are small pictorial representations of things like rooms, objects and characters you encounter in the game. Some Icons have text attached to them to further clarify the object they depict.

You can manipulate Icons to reveal information about the objects they represent; to choose from lists of appropriate actions; to show the relevant graphics; and, in the Inventory and Items in Room Windows, you can drag the Icons from one Window to the other to 'get' or 'drop' the items they represent. There are three different styles of icon: Room Icons, Noun Icons and Buttons.

Room Icons represent locations in the game and appear in the Map Window

Noun Icons represent objects or characters and appear in the Inventory Window and the Items in Room Window.

Buttons appear in Dialog Windows; clicking on a button allows you to enter a control choice or perform a specified action with a single press. Two kinds of Button are found in the game:



Radio Buttons are toggles that can be 'on' or 'off', and are usually associated with a nearby piece of text that describes what it is that the button controls. In the main, Radio buttons are used to select or de-select an option or preference. When you select a Radio Button, nothing happens until you also select an Action Button...

Action Buttons are pressed to perform actions, and they contain text – usually a single word – that describes the action that will be performed when the button is pushed. If there is a double border around the edge of an Action Button, then it can be pressed by hitting the RETURN key as well as by clicking on it.

Pointers are what you move around the screen before using the mouse to make a choice – to 'pick up' an Icon, Select a Menu Item, activate a Window and so on. You will see several sorts of Pointer as you move through the game:

The Arrow pointer appears when you are in the Menu Bar area of a Window, in a Dialog Window or over an Icon.

The I-beam Pointer, or cursor, appears in a Window where you can type or edit text.

Once the I-beam Pointer has been placed to your satisfaction in the text, clicking the mouse inserts the Insertion pointer – a blinking mark that indicates where the text you are about to type will appear.

THE WINDOWING ENVIRONMENT

The Main Screen
The Session Window
Accessory Windows
Application Windows
Dialog Windows

The Magnetic Scrolls Windowing Environment provides an interface between you and the computer, an interface that has been designed to greatly enhance your enjoyment of adventure games.

Introducing the WIMP

As a computer owner, you may already be familiar with the term Graphical User Interface: essentially it describes a system which allows the user to communicate with a computer without relying on the keyboard to enter every command. Windows, Icons, Menus and Pointers are the components of a GUI – so it's sometimes called the WIMP interface.

The WIMP approach is now common – the Apple Macintosh and NeXT computers have the WIMP interface as an integral part of their operating system,

the IBM PC can take advantage of the GEM interface and Microsoft Windows, while the Amiga and ST each have their own mouse-based system.

If you are already familiar with the WIMP interface, using the Magnetic Scrolls Windowing Environment to play adventures will soon become second nature. If the WIMP environment is new to you, take a moment to read the section on controlling the game with mouse or joystick (page 4) before getting to grips with the tutorial that follows.

Of course, if you really hate all these modern adventuring techniques like graphics and WIMPs, then you can turn everything off and play this game as a pure text adventure.

Main Screen

Whenever you are playing this game, no matter which other windows you have open, you will always be looking at the Main Screen. It's the screen that fills the display that your computer is driving, and the screen that all other windows you choose to open will appear in.

In effect, the Main Screen is the parent window of all the other windows that you can access during the game. It contains a Menu Bar that hosts three pull-down menus, accessed by moving the pointer over the menu name and dragging with the mouse (see page 4 if you are unsure how to use the mouse and pull-down menus).

THE MAIN WINDOW MENU BAR

The three pull-down menus accessed from the Main Screen are Main, Accessories and Windows

THE MAIN MENU

The Main menu offers global commands that affect the way you configure and play the the game.

When you drag the mouse down the Main Menu, a highlight bar shows which menu item will be selected when you release the mouse button. Above, the Help item is about to be selected.

Game this menu option allows you to select between games – remember to save your game position before changing games if you don't want to lose your position in the one that you are about to leave. (See page 42 for details on how to load and save game positions.)

Help calls the on-line Help system onto the screen. (See page 36 for details on how to use the Help facility.)

Preferences calls the Preferences system onto the screen, which allows you to customise aspects of the game system. (See page 38 for full details.)

Set Background when this menu item is highlighted, move the mouse to the right => to call up a sub-menu; then you can select a background which will be applied to the Main Screen. The background you have selected is marked with a tick on the sub-menu.

Save Layout lets you save your current arrangement of Windows on the Main Screen to a disk file. Selecting this menu item calls up a Dialog that prompts you to enter a file name. (See the Dialogs section on page 42.)

Load Layout allows you to load a previously-saved arrangement from a disk file. Selecting this menu item calls up a Dialog that prompts you to enter a file name. (For more details, see the section on Dialogs, Page 42.)

Tidy Windows neatens up the arrangement of open Windows on the Main Screen – useful when your screen is getting badly cluttered.

Refresh Screen redraws all the open Windows.

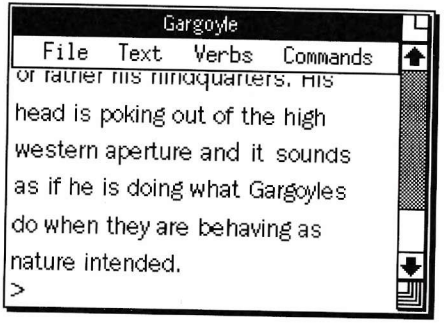
Quit allows you to leave the game and return to your computer's operating system.

ACCESSORIES MENU

The text narrative of a game develops in the **Session Window** – which you use rather like a word processor (see page 20 for details on its use). The Accessories menu gives you access to a set of Windows that complement and enhance the Session Window, reducing the amount of work you need to do from the keyboard. The five Accessory windows – **Graphics, Map, Compass, Inventory** and **Items in Room** – are covered in detail in the Accessories section which starts on page 29.

The Windows Menu gives you a list of currently open Windows; choosing a window from the list brings it to the forefront of the screen. This is useful if, for example, the window you wish to use is buried beneath several others.

The Session Window


Gargoyle
File Text Verbs Commands
or rather his hindquarters. His
head is poking out of the high
western aperture and it sounds
as if he is doing what Gargoyles
do when they are behaving as
nature intended.
>

The Session Window is the focal point of the game – it's where you type commands directly to the game, and where the game places its responses.

Everything that happens through the system is, in some way or another, reflected in this window. If you were an ascetic or a minimalist, you could play a Magnetic Scrolls game exclusively in this window. (And before the advent of the Windowing Environment, you would have had no option but to do so.)

THE TEXT PROMPT

Whenever you see the Prompt symbol in the session window, the computer is waiting for you to tell it what you want to do. The prompt symbol looks like this:

>

If you are new to computer adventures, imagine that the prompt isn't a > symbol, but is the computer saying 'What do you want to do now...?'

When the prompt is showing, you can tell the computer what you want to do. You might want to pick up an object, move off in a given direction, or tell something to another character in the game.

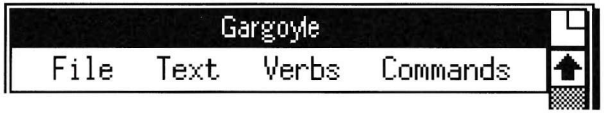
What you type is up to you. There are a number of basic commands that you will soon become familiar with, but Magnetic Scrolls games are able to understand a great deal of plain English. If the computer doesn't understand your instructions – or if you have typed gibberish – the computer will tell you so in its response

THE RETURN KEY

When you have finished typing your instructions, hit the RETURN key to tell your computer that you would like its response. The game will then act upon your instruction and give you the next segment of the story. The RETURN key is represented in different ways on different manufacturers' keyboards – it

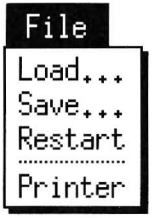
might be labelled RETURN, ENTER or be marked with a ↵ Throughout this manual, this key will be referred to as the RETURN key.

SESSION WINDOW MENUS



The Session Window has its own Menu Bar, offering four pull-down menus – **File**, **Text**, **Verbs** and **Commands**. A pop-up menu can be called up by pressing and holding the right mouse button when the cursor is in the Session Window – it duplicates the Cut Copy and Paste commands of the **Text** Menu.

THE FILE MENU



The **File** menu gives you control over loading, saving, restarting and taking a hard copy of your progress in a game.

Load opens a File Selector dialog that allows you to load a previously-saved game position. Sometimes you have to save a game position – when you have to go to work, for instance, or when duty calls you away from the screen. Sometimes it's a wise idea to save during play – when you are about to encounter a difficult or dangerous situation.

Save opens a File Selector dialog that allows you to save the current game position. If you are about to encounter a dangerous or difficult situation, it is worth saving your game position before forging ahead – you can always re-load and try again if things go wrong.

And if you are playing a compilation, remember to save your position in a game before changing to another. If you don't, then your progress will not be saved for you...

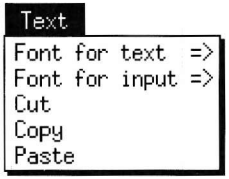
Restart will take you right back to square one, as if you had just started the game. This command resets your score to zero, will do cruel things like take away any objects you may have won, and in general resets affairs as if you had never previously existed. Handle with care...

Remember, no matter how bad things may seem, it may be worth saving your current game position before choosing Restart.

Printer is a toggle command. Selecting it once causes all the text to be sent to the printer as it appears in the Session Window. Selecting it again stops text being printed.

THE TEXT MENU

In a sense, the Session Window works like a word processor that answers you back. To save typing effort you can edit text – cutting it, copying it to a clipboard and pasting it from a clipboard back into the Session Window.



Font for text – when this menu item is highlighted, move the mouse to the right => to call up a series of linked sub-menus that allow you to make choices about the size, style and typeface of the text that the game generates in the Session Window. Changes only affect text produced after you have made the selection.

Font for input works in the same way as **Font for text**, except it affects the text which you type after the > prompt in the Session Window.

EDITING TEXT

Cut, Copy and Paste, which are also found on a pop-up menu accessed by pressing and holding the right mouse button when the pointer is inside the Session Window, are commands that allow you to edit the text that appears in the Session Window.

The text editing facilities work with an I-beam cursor in the Session Window or anywhere else you can edit text. In the Session Window, text you type will always be inserted to the right of the insertion point, marked by the blinking ^. Move the I-beam cursor with the mouse to the point where you want it and then click; the insertion point ^ will appear in the new position.

Similarly, text can be deleted one character at a time by using the

BACKSPACE key; a press of the BACKSPACE key will delete one character to the left of the ^ insertion point marker.

The labelling of the BACKSPACE key may vary from keyboard to keyboard. It is likely to be labelled BACKSPACE, DELETE or ←

On most keyboards, the BACKSPACE key is to be found to the far right of the main keyboard area, on the top row of keys. Whenever this manual refers to the BACKSPACE key, you should use your keyboard's equivalent.

WORKING WITH SELECTED TEXT

You can only edit text that appears on the command line in the main Session Window after the > symbol. It is not possible to edit the text that is output by the game – but you can use the Copy command to select sections of the game's output for Pasting into the command line.

A block of text can be selected by moving the I-beam cursor to the start of a section of text, then dragging the mouse over words or characters. When the mouse button is released, the block of text you have just selected will be highlighted – editing operations will now be applied to that block of text until it is cut, or the block de-selected by clicking the mouse again.

Pressing the BACKSPACE key deletes all the selected text. (If you cut a piece of text by mistake, don't panic. The system puts it on a Clipboard, and it can be retrieved by selecting Paste before you do anything else.)

When you Copy, Cut or Paste text, you use an electronic clipboard. This clipboard will hold the last chunk of text you copied, cut or deleted, and that chunk will remain on the clipboard until you copy or cut something else to take its place.

Copy and Cut work with all the text you have selected. Cut removes text and sends it to the clipboard, where it overwrites any text that may be there. Copy makes a duplicate of the selected text and sends the duplicate to the clipboard, again replacing anything that was there before.

Paste replaces all the selected text with a copy of the text on the clipboard. The clipboard remains unchanged.

If you type over a block of text that you have selected, the first character you type immediately replaces all the selected text; thereafter text is inserted to the right of the ^ insertion point in the normal way.

If you Paste from the clipboard to the Session Window when you have not selected a block of text, then a copy of the text on the clipboard is automatically inserted to the right of the ^ insertion point.

TEXT EDITING EXAMPLE

The game's text editing facilities can save you a great deal of time and trouble at the keyboard – particularly if you are a poor typist. The following example shows how useful the editor can be. Suppose you typed

>GET THE COLLAR FROM THE GOD AND PUT IT IN THE BOX WHICH IS IN THE PURPLE SUITCASE

and the game has responded by telling you

you can't see a god here

you can edit the mistake – you typed **GOD** when you meant to type **DOG** – like this:

Place the I-beam cursor between the > and **G** *of* **GET** *then drag the mouse over the entire sentence to select it as a block*

Copy the block

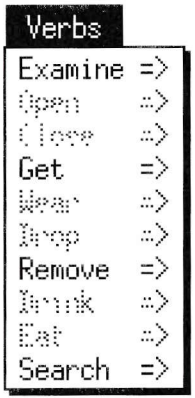
Move the I-beam cursor to the > prompt where the computer is waiting for you to type your next command, and click to position the ^ insertion point.

Choose Paste – the entire line, complete with **GOD** will appear next to the > prompt at the bottom of the Session Window.

Select the word **GOD** *and type* **DOG** *in its place*

Press the RETURN key to execute your edited command.

THE VERBS MENU



The Verbs menu offers you a list of common verbs – and can save you a great deal of typing. It is a hierarchical menu, which means that each command is linked to sub-menus via the => symbol. To access a sub-menu you drag the mouse over a command in the Verbs menu and then move it to the right, revealing the corresponding sub-menu.

Sub-menus accessed from the Verbs menu provide a list of all the objects that are either in your possession or are in the current location to which the verb can be applied. Verbs to which no objects are applicable appear on the Verbs menu in grey – which means that you cannot select them.

For example, if a torque wrench was present in the current room, you could access the Verbs menu, select Examine and the torque wrench would appear on the => sub-menu next to Examine, along with all the other items that can be examined. To examine the wrench, you would select it on the Examine => sub-menu and release the mouse button.

If no drinkable objects were in your possession or in the current room, then the menu item Drink => would be greyed out and you could not select the verb. (It would be absurd to even think about drinking the torque wrench, so the system doesn't let you try.)

THE COMMANDS MENU

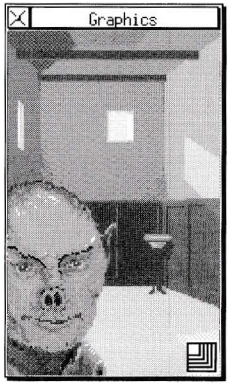
The Commands menu offers you a list of common commands and you can use it to save typing at the > prompt. Choosing a command from the menu has exactly the same effect as if you had typed it yourself against the > prompt.

Accessory Windows

Accessory Windows are opened from the Accessories menu on the Screen's menu bar. You might think of them as satellites to the Session Window, complementing and enhancing it, reducing the amount of work you need to do in it, but nevertheless dependent upon it.

The Accessory Windows are: Graphics, Map, Compass, Inventory and Items in Room.

THE GRAPHICS WINDOW



If your computer is powerful enough to deal with graphics in the game, choosing Graphics from the Accessories menu toggles between 'Graphics On' mode and 'Graphics Off' mode. Alternatively, graphics can be turned on and off by typing GRAPHICS ON and GRAPHICS OFF respectively against the > prompt in the Session Window.

Pressing the right mouse button when the cursor is on an Icon in the Map Window allows you to call the graphic for that location into the Graphics Window via a Pop-up Menu (see page 32 for details).

The Graphics Window will size itself to fit the picture it contains. This can vary considerably from illustration to illustration. You can resize the Graphics Window yourself by Dragging the Resize Gadget in the bottom right corner.

If you make the window smaller than the graphic it contains, obviously you won't be able to see it all at once. You can move the graphic around within its window like this:

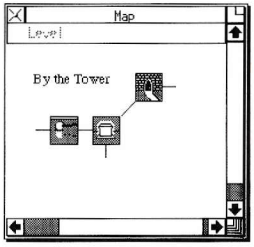
- Press and hold down the left-hand mouse button inside the Graphics Window; the cursor turns into a hand.
- Keeping the mouse button depressed, move the hand around. It will drag the graphic with it, as though it is moving behind the frame of the window.
- When the part you want is visible, release the mouse button.

SETTING PREFERENCES

A number of options relating to graphics can be set from the Preferences Window, which is opened from the Main Menu on the Screen's menu bar.

On some computers you can choose standard- or half-size graphics. Depending on which Magnetic Scrolls game you are playing (and on which computer you are using to play it) some graphics will be animated. You can turn animation on or off in the Preferences Window. (See page 38 for full details on how to set the Preferences.)

THE MAP WINDOW



Choosing Map from the Accessories menu on the Screen's Menu Bar opens the Map Window. This gives you a visual representation of the geography of the game, although it will only show you those locations which you have already explored.

You can use the map to move around the game without the need to type; and you can use it to show the appropriate graphic for a location which you aren't currently in.

Each individual location on the map is represented by an Icon, so there is no need to remember the names of locations.

Two menus can be accessed from the Map Window: a pull down menu, Level, that shows you maps of different horizontal planes in the game world; and a Pop-up menu that appears when you press and hold the right mouse button when the pointer is on a Room icon in the Map.

MAP WINDOW MENUS

The Map Window's Menu Bar accesses the Level menu.

View next shows you a map of a different horizontal level of the game – for example, an upper storey of a building. Only levels which you have previously explored are available for viewing; if the game you are playing has more than one level, until you have progressed past the first level, this menu command is greyed out and will not work.

Normalise returns you to the normal mode of the map after you have reviewed other levels using View next.

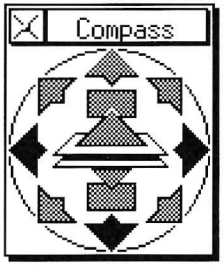
Pressing the right-hand mouse button when the cursor is on any Icon in the Map Window brings up a Pop-up Menu, which offers you two commands: Go to and View graphic

Go to takes you to the location represented by the Icon from which you called up the menu, and you will travel by the most direct route. This is equivalent to typing the command **GO TO** (***LOCATION***) against the > prompt in the Session Window – and you'll see that text appear in the Session Window if you choose this command. The benefit is that you don't have to remember or type the location name.

Double-clicking (with the left-hand mouse button) on an Icon, has the same effect as choosing Go to from the Pop-up menu.

View graphic, as you might imagine, calls up the graphic associated with the Icon from which you called up the menu.

THE COMPASS WINDOW



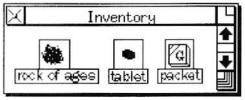
Choosing Compass from the Accessories menu on the Screen's Menu Bar opens the Compass Window, which allows you to move from your current location to any of its neighbouring Rooms by Clicking on the appropriate point of the compass, or on the Up or Down symbols.

You can tell the exits from a given location: any exit direction which isn't greyed out is valid.

Choosing a direction in the Compass window has precisely the same effect as typing that direction yourself; you will see the text appear against the > prompt in the Session Window.

Other exits from the current location may be available – in the form of closed doors, for instance. Such exits are shown as grey in the compass.

INVENTORY AND ITEMS IN ROOM



Between them, the Inventory and Items In Room Windows allow you to examine and manipulate objects that are either in your possession or in the current location, without typing commands into the Session Window.

Choosing Inventory from the Accessories menu on the Screen's Menu Bar opens the Inventory Window, while choosing Items in Room opens the Items in Room Window.

MANIPULATING ICONS

Both the Inventory and Items in Room windows show icons that represent objects or characters in the game.

The Inventory Window shows icons of objects actually in your possession, while the Items in Room window contains icons that represent the items or characters that are visible in your current location.

Concealed objects, however, will not be shown: it's no good trying to use Items in Room as a sort of short cut...

Double-clicking on an Icon in the Inventory or Items in Room windows brings up a description of the item, while dragging an Icon between the two windows drops or gets the item it represents.

Naturally, only items which you can legitimately take or drop may be manipulated in this way. Objects which cannot be picked up or dropped will appear back in their appropriate window shortly after you release the mouse button.

To drop an item:

- Move the Pointer into the Inventory Window
- Press and hold down the left-hand mouse button on the Icon representing the object you want to drop
- Drag the Icon into the Items in Room Window
- Release the mouse button. You have now dropped the object in your present location

To get an item:

- Move the Pointer into the Items in Room Window
- Click on the Icon representing the object you wish to get
- Drag the Icon into the Inventory Window
- Release the mouse button. You have now got the object in your inventory

ICONS AND POP-UP MENUS

If you press and hold the right-hand mouse button when the pointer is on an Icon in the Inventory Window or the Items in Room Window, a Pop-up Menu of appropriate verbs for that item is called onto the screen. Inappropriate verbs will be greyed out.

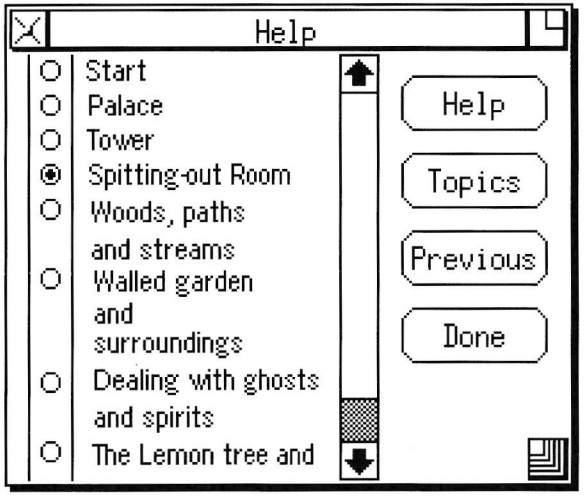
The effect of using this Pop-up menu is identical to the effect of using the Verbs menu accessed from the Session Window's Menu Bar, but you can save typing effort.

Instead of starting off with a list of verbs and cascading into a sub-menu of nouns, the Pop-up menus accessed from the Inventory Window or Items in Room Window begin with a noun – the icon you selected – and cascade into a sub-menu of verbs. Verbs that are inappropriate to the noun are greyed out.

Application Windows

The two Application Windows – Help and Preferences – function independently to the main Session Window. Unlike the Accessory Windows, Application Windows do not work directly with the Session Window during play, but are utilities that help you get the most out of playing the game.

THE ON-LINE HELP SYSTEM

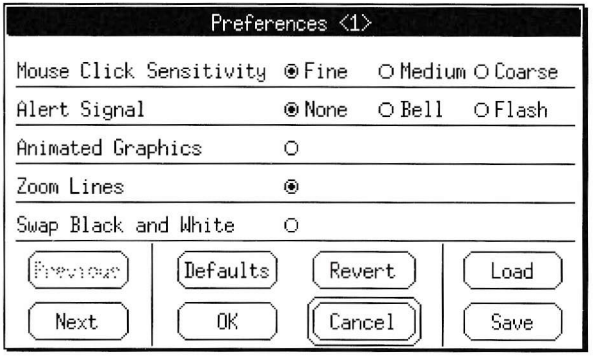


Choosing Help from the Main menu on the Screen's Menu Bar brings up the on-line Help system which is hierarchical in concept, offering you increasingly significant hints about a given area of the game. The first hint you get on any given topic is fairly cryptic; you'll still have to work at it. Selecting more and more comprehensive hints makes your task easier and easier.

The list of topics on which help is available appears in the vertically-scrolling section of the Help Window – use the scroll bar to move the list of topics up and down.

If you need help on a topic, select it by clicking on the round Radio Button that appears to the left of its entry in the scrolling menu. To get help on a selected topic, you need to click on the oblong Action Button marked 'Help', which will call another menu of sub-topics into the scrolling window. (Alternatively, you can double-click on a Radio Button.) If the clue you receive doesn't throw enough light on your predicament, then click the Button marked 'More' for additional information.

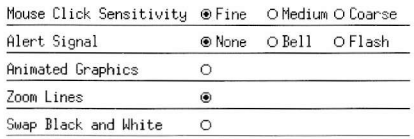
At any time, clicking on the 'Done' button takes you out of the Help system and back into the game; if you want to return to the top level of the Help menu, click the 'Topics' Button. Clicking on the Previous Button allows you to move back up the tree-structure of topics.



Choosing Preferences from the Main menu on the Screen's Menu Bar brings up the Preferences Window. This allows you to customise some of the mechanics of the game system using a series of Radio Buttons. You execute (or abandon) your changes by clicking Action Buttons.

Bear in mind that the buttons shown in the Preferences Window above may not match up to the buttons available in the Preferences screen in the version of the game that runs on your computer. Similarly, some computers have displays that cannot be Flashed. If this is the case, the Radio Button next to 'Flash' will have no effect if it is selected.

THE RADIO BUTTONS


Mouse Click Sensitivity ◉ Fine ○ Medium ○ Coarse
Alert Signal ◉ None ○ Bell ○ Flash
Animated Graphics ○
Zoom Lines ◉
Swap Black and White ○

Mouse Click Sensitivity The higher the sensitivity, the stiller you will need to keep the mouse while Clicking or Double-clicking.

Alert Signal This determines whether the system will beep at you, flash its screen at you, or do absolutely nothing when it wants to attract your attention.

Graphics Size lets you choose standard- or half-size graphics.

Animated Graphics turns animation on or off if the game you are playing offers animated graphics.

Zoom Lines Select this button 'on' if you want a pretty zoom effect when windows are opened or closed.

Swap Black and White inverts the screen display—that is, black becomes white and vice-versa.

Tile Applications neatly arranges all the windows on the screen. Note that the Graphics Window is not tiled.

Fast Menus halts everything else – animation, for example – while you select menu commands. When 'on', menus will work faster.

THE ACTION BUTTONS

Next or **Previous** takes you to the next or previous page of Preference options.

Defaults loads the game's preset Preferences into the window. You might like to think of these as the Factory Settings.

OK accepts your new set of Preferences and returns you to the game.

Revert abandons all your changes and restores the settings to their previous state.

Cancel throws away any changes you may have made and returns you to the game.

Load restores the last set of preferences saved using Save.

Save lets you save your current preferences to disk. They become the defaults immediately, and will apply the next time the game is run, or until such time as you change and Save them again.

Dialog Windows

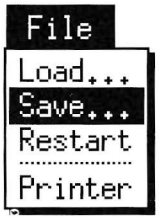
Dialog Windows – or boxes – are generally passive windows that the game system uses when it wants to inform you of some housekeeping process. A simple yes/no decision is all that is usually required and you indicate your choice by Clicking the appropriate Button in the Dialog Box.

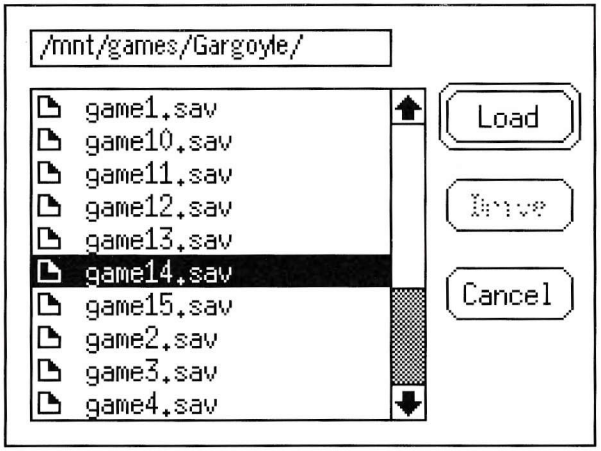
For example, you may in certain circumstances receive a low memory warning from the system. The Dialog may ask your permission to close a particular Window. You may accede by Clicking the OK button or deny the request by Clicking Cancel.

In other circumstances, the Dialog may allow you to retry an operation which failed. If, for example, you select Printer from the File menu in the Session Window, but haven't connected a printer to your computer, you will see a Dialog Box which says:

Printer error; check cables and connections.

This dialog box will offer you the options to Retry or to Cancel; simply choose the option you want by Clicking the appropriate button.





The File Selector is the only Interactive Dialog box in the game system, and is called on to the screen from the File menu in the Session Window if you want to load or save a game position, or from the Main menu on the Main Screen if you want to save or load a window layout. You'll see it whenever you want to load or save a game position or screen layout, and it is used to control where and under what name files are stored, and to identify the name and location of files that you wish to retrieve.

The File Selector has one Pop-up Menu and four Action Buttons (only three of which are used at any one time).

CHOOSING FILES

The main window of the File Selector contains a list of the files that are available in the current directory on the current disk drive. You can move around in this list by using the scroll bar, and you click on the name of a file to select it.

To load a file, you select its name and then click on the Load button that appears to the right of the File Selector. To save a file, you need to type a name into the edit box that appears at the bottom of the File Selector.

CHOOSING DISKS/DIRECTORIES

The window at the top of the FIle Selector contains the name of the current drive, or the names of the directories that are higher up the tree-structure of directories on the current drive. In the File Selector Dialog shown on page 42, this window contains */mnt/games/Gargoyle/*. If only part of a directory name is shown, text in this window may be panned left and right by Dragging it with the left mouse button.

A Pop-up Menu allows you to change directories on the current drive and to tell the system that you have inserted a different floppy disk into the current drive. This menu is accessed by clicking the right mouse button when the File Selector Dialog is on screen and the arrow cursor is over the Current Directory Window at the top of the dialog.

The Pop-up Menu accessed from within the Current Directory Window in the File Selector Dialog serves two purposes, both to do with manipulating directories on your disk. When it appears, it will contain either the drive name, or a list of all the directories higher up the tree on the current drive.

If you just need to tell the computer that you have changed the disk, select the drive name on this menu and let go of the mouse button. The computer will

then read the disk that you have inserted and list the files that it contains in the main window of the dialog.

CHANGING FLOPPIES

Note: if you are using floppy disks to store saved games or layouts, you need to make sure that you have inserted the relevant disk into the drive and you may need to use the Pop-up Menu to force the File Selector to re-read the disk's directory. It is worth getting into the habit of accessing the Pop-up Menu every time you change floppy – it is easy to get confused if the list of files in the main window on the File Selector displays the directory of the disk which was in the drive when the File Selector was first launched.

Directories higher up the hierarchy than the current one can be accessed by selecting the relevant name from the list presented on the Pop-up menu.

The Pop-up Menu is also useful for re-reading the contents of the current directory – handy when you want to scan through a selection of floppy disks to locate a particular saved game or layout file.

To use the disk scanning facility, 'log' to the appropriate floppy disk drive using the File Selector's Drive button (see the next page for details) and replace the current disk with a disk you want to examine. If your computer is capable of reliably noticing when a new floppy disk is inserted, the displayed directory will be automatically updated in the File Selector Dialog, otherwise you should select the top level directory from the Pop-up Menu to force the File Selector to re-read the disk in the drive and update its display with the contents of the new disk's directory.

FILE SELECTOR BUTTONS

The right-hand side of the File Selector contains three Buttons. The Cancel and Drive Buttons will always be present, but the third Button will be marked Load or Save, depending on how you launched the File Selector dialog.

Load Button: acts on the selected file or directory – to select a file or directory, click on its name in the main window of the File Selector. If the directory you wish to access is not in the main window, then you may need to use the Pop-up Menu to move to a directory that is higher up the tree-structure on the current drive. (See page 43 for details on the operation of the Pop-up Menu.)

Once the desired file has been selected in the main window, pressing this Button then causes the selected file or directory to be opened and read. The Load button only appears when the File Selector is invoked to load a file. When saving a file it is replaced by the...

Save button: identical in use to the Load button except that it is used to save files rather than load them.

Drive Button: allows you to select which disk drive loading and saving operations will use. The game interrogates your computer at start up to ascertain the number and names of the disk drives attached to it. Successive Clicks on this button cause the File Selector to cycle through the drives attached to your computer.

Cancel quits from the File Selector, returning you to the main game system.

SAVING A FILE

To save a file:

- Choose Save from the appropriate menu – the Session Window's File menu if you want to save a game position, or the Main menu on the Main Screen if you want to save a screen layout. The File Selector will appear
- Choose the disk drive (if necessary) on which you want to save the file by Clicking the Drive Button until the name of the desired drive appears
- Choose the directory in which to save the file by 'opening' it. The way you open a directory depends on whether you wish to move up or down the directory hierarchy. To go down the hierarchy, Double Click on any listed directory name to open that directory. To go up the hierarchy, use the Pop-up menu (which appears in the Current Directory Window at the top of the File Selector when you click and hold the right mouse button while the cursor is in the Current Directory Window).
- Once you have selected the directory into which you want to save a file, type the name you want to assign to the file.
- Click the Save Button or press the RETURN key

LOADING FILES

Loading a file is a very similar process. The only real difference is that there is no need to type the file name – just select the file you want from the list of those available by Double-clicking on its name, or by Selecting it (single Click) and pressing the Load button. Don't forget, however, that you may need to use the Pop-up Menu described on page 43 to refresh the display of file names in the File Selector's main window if you are loading from the floppy disk dirive and have changed a floppy disk during the search for a file.

The File Selector will distinguish between the two types of file which can be saved and will not allow one to be loaded inappropriately – a layout cannot be loaded as a saved game for example.

USING FILE NAMES

Generally, the game system allocates file name extensions **.SAV** for saved games and **.LAY** for layout files, but this style may differ according to the type of computer you own. These extensions are automatically added to the name you choose when saving a file, and overwrite any **.EXTENSION** you may allocate when typing in a file name.

If the string that identifies the current directory is too long to fit into the Current Directory Window, part of the directory name is obscured and the text may be panned left and right by Dragging it with the left-hand mouse button.

The File Selector remembers where and on which disk drive the last successful file read or write operation took place. When invoked subsequently it will open the remembered directory. This saves changing directory and/or drive every time you wish to save a game or layout.

Illegal operations, including invalid characters in file names, attempts to log

to a floppy drive with no disk in it and so on are all trapped by the File Selector. Warning dialogs are used to keep you informed of any problems with your actions or the hardware, and the names of files that are inappropriate to load in the current mode are greyed out in the Directory Contents Window.

Note: The position of the Graphics Window is not included in a layout file – this means that when you save a layout, the game system does not record the size or position of the Graphics Window. Loading a saved layout does not affect the Graphics Window.

AN INTRODUCTION TO ADVENTURING

What is an adventure game?
How do you play one?
Interaction
A sample transcript
Using words
Tips

Computer adventuring is like reading a novel – but you are the main character and play a central role in the way the narrative unfolds. The computer presents you with part of the story, then it's up to you to decide what to do next.

Interaction

The basic way you 'talk' to the computer in an adventure game is by typing instructions from the keyboard. You type these instructions into a window on the screen in much the same way as you type text into a wordprocessor. The main difference between this 'Session Window' in an adventure game and a wordprocessor, is that it is interactive – the computer 'talks back' to you in response by placing text in this window.

You don't have to be an expert typist to communicate with the computer –

the Magnetic Scrolls adventure Windowing Environment allows you to perform many actions by controlling an on-screen cursor and pointing and clicking in other windows on the screen.

Details of how to use the Magnetic Scrolls Windowing Environment appear in a separate chapter in this manual – for the purposes of this introduction to adventuring, we will concentrate on the basic text-only method of play.

THE > PROMPT

Whenever you see the Prompt symbol in the session window, the computer is waiting for you to tell it what you want to do next. The prompt symbol looks like this:

>

If you are new to computer adventures, imagine that the prompt isn't a > symbol, but is the computer saying 'What do you want to do now...?'

When the prompt is showing, you can tell the computer what you want to do. You might want to pick up an object, move off in a given direction, or tell something to another character in the game.

What you type is up to you. There are a number of basic commands that you will soon become familiar with, but Magnetic Scrolls games are able to understand a great deal of plain English. If the computer doesn't understand your instructions – or if you have typed gibberish – the computer will tell you so in its response.

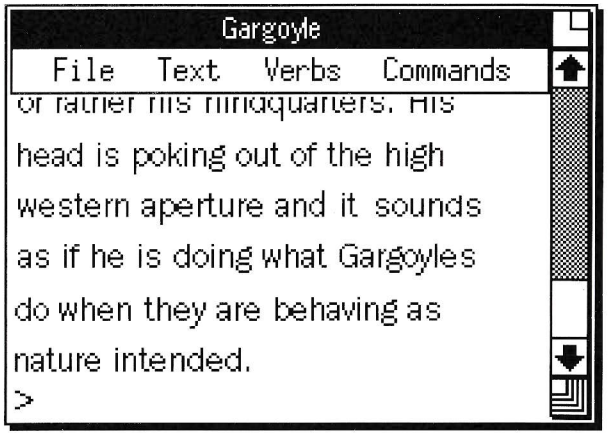
THE RETURN KEY

When you have finished typing your instructions, hit the RETURN key to tell your computer that you would like its response. The game will then act upon

your instruction and give you the next bit of the story. The RETURN key is represented in different ways on different manufacturers' keyboards – it might be labelled RETURN, ENTER or be marked with a ↵ Throughout this manual, this key will be referred to as the RETURN key.

During an adventure, you will be faced with with many puzzles and tricky conundrums to solve. Some will be more complex than others, but they are all soluble providing you use a little imagination and common sense. Don't forget to use the items you find, and remember to interact with the characters that you will encounter during the course of the game. And you'll need to approach the puzzles in the right frame of mind – best described as 'endlessly inventive'.

THE SESSION WINDOW


Gargoyle
File Text Verbs Commands
or rather his hindquarters. His
head is poking out of the high
western aperture and it sounds
as if he is doing what Gargoyles
do when they are behaving as
nature intended.
>

A Sample Transcript

If adventuring is new to you, the following pages should give you an idea of the way in which you interact with the central narrative, and how taking the right approach to problems leads to success. What follows is an example transcript of a session, taken from an imaginary game, which also introduces some of the more useful adventuring commands.

The commands typed in by the player appear in **BOLD TEXT**, while the computer's responses are in this style of type.

Spitting-out Room
In this bare stone room, an exit high in the wall leads west, and another door leads east. From the east you can hear terrible groans and cries.

Directions are input using the points of the compass or 'Up' and 'Down'. Here 'E' is used as an abbreviation of 'Go East'

>E

Gargle Room
You are in the Gargle Room. The Great Gargoyle himself is pacing the floor, moaning 'Gargle, Gargle! What use is a Gargoyle without gargle?' An ignoble basin stands in the corner; a shelf holds a bottle, a glass a toothbrush and a piece of paper.

>GET BOTTLE. EXAMINE IT

You have now got the bottle. It is closed.

>OPEN IT

Read the text carefully, and look out for clues

Some specialised terms are used in adventuring, and 'Inventory' is one of them...

The bottle is full of absolutely nothing.

>INVENTORY

You are carrying a packet, a red tablet, a lantern, a burning bush, three blind mice, and a Rock of Ages. You are wearing a frilly negligé.

>READ PACKET

The packet says 'Dehydrated Water. Add nothing and shake well.'

>ASK GARGOYLE ABOUT GARGLE

The Gargoyle says, 'It's a nightmare, I tell you! No water, no gargle, how can I do my work?'

>EXAMINE GARGOYLE

It's quite the ugliest thing you ever saw, dressed in a sacking robe tied at the waist with yards of wet hemp rope.

>GET THE GLASS

You have now got the glass.

>EMPTY PACKET INTO GLASS

You put the contents of your packet in the glass.

>LOOK IN GLASS

What's there to see about a glassful of dehydrated water? The Gargoyle looks at you curiously.

>EMPTY THE BOTTLE INTO THE GLASS

You pour nothing out of the bottle into the glass. As the nothing hits the dehydrated water, there is a gentle and liquid sound and within seconds the glass is full.

>GIVE THE GLASS TO THE GARGOYLE

'What use is a glass of water to me?'

>LOOK AT FOIL PACKET

It says 'Compliments of C A Vittie DDS.'

>OPEN IT

Opening the packet reveals a pink pill.

>PUT THE PINK PILL INTO THE GLASS

The pink pill falls, hissing and foaming, to the bottom of the glass. As it effervesces merrily, the familiar aroma is enough to make your teeth ache.

>GIVE THE GLASS TO THE GARGOYLE

'Gargle! Gargle!' says the Gargoyle. 'How can I thank you!' He gargles noisily and with repulsive brute satisfaction, tears off his sacking robe and rushes out of the room.

>FOLLOW THE GARGOYLE

Spitting-out Room
You can see the Gargoyle here – or rather his hindquarters. His head is poking out of the high western aperture and it sounds as if he is doing what Gargoyles do.

>LISTEN

The air around you resonates in sympathy with the Gargoyle's violent epiglotid action.

So how do you escape from these two linked locations? Remember what the Gargoyle did, just before he rushed out of the other room?

>E

Gargle Room
There is a sacking robe and a length of wet hemp rope here.

>GET THE ROPE

You have now got the rope.

>W

Spitting-out Room
You can see the hindquarters of a gurgling Gargoyle here.

>TIE ROPE TO GARGOYLE

The Gargoyle doesn't notice you tying one end of the rope to his rump.

>CLIMB GARGOYLE

You are now on the Gargoyle's shoulder. Beyond his head, you can see a sheer drop to the west.

>CLIMB DOWN THE ROPE ...and so you make good your escape.

Using words

Communication with a Magnetic Scrolls game has been made as simple as possible. Thanks to powerful parser technology, you can 'talk' to the game in plain English – you'll be amazed at the complexity of the sentences that the game can unravel and act upon. While the game system is intelligent, it's not telepathic – so if you type gibberish, wildly obscure or impossible commands, it won't be able to comply.

As you will discover from the section of this manual that explains the Windowing Environment more fully, you don't have to rely on the keyboard to play an adventure. You can travel from room to room by clicking on the map; you can pick up, put down and manipulate objects in all sorts of ways by using the Session, Inventory and Items In Room windows and their menus. In fact, it is possible to play a Magnetic Scrolls game and hardly do any typing at all...

We think this is a great way of playing adventures, and quite an improvement on the old days when adventures were strictly text-only – but you will still have to use the main Session Window and the keyboard to do some things.

The best way to get the hang of communicating with the program is to play the game and experiment – but it's worth familiarising yourself with a few basic commands and the grammar and syntax of adventuring first.

SPECIAL COMMANDS

Here are a few words that have particular meanings in the world of adventuring. You will find yourself using them again and again. Remember, you have to hit RETURN before your instructions will be carried out:

INVENTORY

Gives you a list of all the things you are carrying. If you are using the Inventory

Window, it will contain icons that represent your current possessions.

AGAIN
Repeats the last command line.

SCORE
Rates your progress in the game.

VERBOSE, **BRIEF** and **NORMAL** determine how much information the computer gives you in its responses.

VERBOSE	means that you will see a complete description of a location every time that you enter it; this mode is recommended for beginners.
BRIEF	is exactly the opposite: you'll never get the description unless you **LOOK** after entering a location.
NORMAL	is the default mode – you get the full description the first time you enter a location, but on subsequent occasions you only get the name.

WAIT
Makes one turn of the game pass without you doing anything at all – things can happen while you **WAIT**, though. There are other characters in the game apart from you, and you may want to use **WAIT** to allow time to pass so you can see what one of them does.

RESTART
Starts the game from the beginning again.

GRAPHICS ON and **GRAPHICS OFF**
Enable and disable the graphics, respectively.

KEYBOARD EQUIVALENTS

If you are an able typist or do not own a mouse or joystick, you may find it convenient to type the following commands against the prompt in the Session Window rather than access the game's menu system:

HELP or **HINT**
TIDY WINDOWS
PREFERENCES
REFRESH (equivalent to Refresh Screen on Main menu)
QUIT
GRAPHICS
MAP
COMPASS
CARRIED ITEMS (equivalent to Inventory on Accessories menu)
ROOM ITEMS (equivalent to Items in Room on Accessories menu)

The effect of using each of these keyboard equivalents is explained fully in the Windowing Environment section of this manual, which starts on page 15.

ABBREVIATIONS

There are a number of commands that you will want to use regularly, and many of them can be abbreviated to save time and typing effort:

GET	**G**	**DROP**	**DR**
INVENTORY	**I**	**LOOK**	**L**
EXAMINE	**EX** or **X**	**WITH**	**WI**
FROM	**F**	**OUT**	**O**
NORTH	**N**	**SOUTH**	**S**
EAST	**E**	**WEST**	**W**
NORTHEAST	**NE**	**NORTHWEST**	**NW**
SOUTHEAST	**SE**	**SOUTHWEST**	**SW**
UP	**U**	**DOWN**	**D**
PRONOUNS	**PN**		

(Typing **PN** calls up a list of the pronouns in use.)

THE GRAMMAR OF ADVENTURING

You can get a long way with simple, two-word commands like **GO NORTH** or **OPEN BOTTLE**, but to do more complex things, you'll need to use more complex commands. Continuing with our imaginary transcript of an adventure game starring the Gargoyle let's go through some more complex command structures.

MOVING AROUND

Suppose you wanted to

>ENTER THE SPITTING OUT ROOM

You travel around a game by **GO**ing to a particular place or by moving in a particular direction. The directions that you can use are **NORTH**, **SOUTH**, **EAST**, **WEST**, **NORTHEAST**, **SOUTHEAST**, **NORTHWEST** and **SOUTHWEST**. You can also go **UP**, **DOWN**, **IN** and **OUT**. Of course not all of these directions will be available in every room (a 'room' is any defined location in the game). And you can type in abbreviations if you don't want to use the words in full.

It is also possible to move around by clicking on a location in the Map Window or by clicking on one of the points in the Compass Window (see the Windowing Environment section on pages 31 and 33 for more details). You can **GO TO** a room you have already visited, and you can sometimes travel around the game if you **FOLLOW** a character.

If you don't know in which directions you can move, either type **EXITS** or look at the Compass Window and Map Window

USING PRONOUNS

Okay, so you are inside the Spitting-out room. Let's imagine it's pitch dark, so you decide you want to

>TURN ON MY LANTERN

That's a straightforward command, but it's worth noticing that the game understands pronouns like MY, HIS, HERS, HIM, HER, THEM and IT. It will assume that a pronoun applies to the last relevant noun you entered. For example, let's assume that you see a cockroach in the corner of the room and decide to

investigate the creature further – you never know how useful the objects or characters that you encounter might turn out to be. Typing

>LOOK AT THE COCKROACH

will not only give you a description of the cockroach, but (assuming the insect in question is male) will also set the pronoun HIM. So now you can

TALKING TO CHARACTERS

>ASK HIM ABOUT THE GARGOYLE

If the cockroach knows anything about the Gargoyle, he will tell you. That's always the case if you **ASK** someone **ABOUT** something (providing you are entitled to know the answer). You can also **TELL** someone **ABOUT** something. If you want to be friendly, you can say

Some Magnetic Scrolls games offer additional ways of communicating with the characters that you encounter.
Additional information is given in the 'Game Specific' section of this manual, which starts on page 69

>COCKROACH, HELLO

or

>SAY TO COCKROACH, HELLO

But the cockroach is taciturn, and goes away leaving behind a small leather case. You might decide to

>OPEN THE CASE THEN LOOK INSIDE IT

which is a combination of two simple commands – OPEN CASE and LOOK IN CASE. You can link commands together with AND, a comma, THEN, or a full stop. So

>OPEN BOTTLE THEN DRINK LIQUID

>OPEN BOTTLE, DRINK LIQUID

and

>OPEN BOTTLE. DRINK LIQUID

all do the same thing.
Opening the case reveals a glass box containing a tiny jewel. Doing things efficiently is usually a good idea, so instead of plodding through one command at a time, you might

>GET THE JEWEL FROM THE GLASS BOX WHICH IS IN THE BAG

and the game will have no difficulty in working out what you want. If there were two jewels in the glass box the game might respond

Which jewel, the red one or the green one?

and you might reply by typing

>THE RED JEWEL

or even just

>RED

Care is needed when you use the word IN – if you wanted to put a jewel into the glass box

>PUT THE JEWEL IN THE GLASS BOX

would work fine if there weren't already any jewels in the box. If the box did contain one or more jewels already, then it would be necessary to use **INTO** rather than **IN** otherwise the game would interpret the command as an attempt to manipulate a jewel in the box. The response might well be

>into what?

meaning 'into what should I put the jewel that is in the box?' The golden rule is: If you want to put an object into a container, say so.

Moving into the gargle room, we found a shelf that held a bottle and a glass, but there might also have been a toothbrush on the shelf, which you didn't want, and a piece of paper which you did. You don't have to GET the items on the shelf one at a time – you can simply say

>GET EVERYTHING THAT IS ON THE SHELF EXCEPT THE TOOTHBRUSH

and you will achieve what you desire. Among the things you picked up was a piece of paper. If you just LOOK at it, you may well only learn that it has some writing on it. So you

>READ THE WRITING

or

>READ THE PAPER

The paper tells you that there's a potion in a cupboard that can be found at the foot of the Gargoyle's tower. You remember this piece of information, and when you make good your escape, you find the cupboard set into the wall at the base of the tower. You decide that the potion might well be useful, but the cupboard is full of things that you don't want. You notice a crate on the ground nearby, so you can save time by deciding to

>PUT EVERYTHING WHICH IS IN THE CUPBOARD EXCEPT THE POTION IN THE CRATE THEN GET THE POTION AND PUT EVERYTHING FROM THE CRATE IN THE CUPBOARD.

Yes – the game can understand all that; you have saved time and the room is back as you found it. (This is an example of the kind of complexity of language that the game can 'understand' – **GET THE POTION** would probably have worked just as well, unless there was a puzzle associated with the cupboard that meant you had to make use of the crate in this way.)

Now you may want to go back to, say, a Rose Garden that you visited before getting mixed up with the Gargoyle – but first you need to find your book, which you left somewhere else. You can type

>FIND BOOK THEN GO TO THE ROSE GARDEN

Remember, the game will only **FIND** things you've lost or **GO TO** places you have already visited. You can't use these two commands to go on fishing trips for things or places you suspect exist but can't locate with your own efforts.

Tips

Here are a few simple pieces of advice for newcomers to adventures:

Always **SAVE** your current game position before doing something dangerous. That way, if it goes wrong, you can simply **LOAD** that position again and carry on. (see page 42 for details on loading and saving game positions.)

Read the text carefully. You'd be surprised how many clues are missed when you skip through the text in your anxiety to get on. (Remember the bottle full of absolutely nothing that proved useful in solving the Gargoyle problem? See page 54.)

LOOK, **EXAMINE** and **SEARCH** everything. If there are things you might **LOOK UNDER** or **LOOK BEHIND** always do so – you never know what might be concealed there. When applied to an object, **LOOK** and **EXAMINE** have exactly the same effect.

Don't ignore the other characters. **ASK**ing them **ABOUT** things and **ABOUT** other characters often produces interesting results.

Remember the on-line help facility (see page 36 for details); it's there to assist you. If you can't find what you are looking for, you're probably barking up the wrong tree – take a step back and rethink the problem.

GAME SPECIFIC INFORMATION

Communication with Non-Player Characters
Gambling in the Casino in Corruption

Conversations

The Gargoyle example adventure presented in the Introduction to Adventuring section of this manual serves to indicate the general way in which you communicate with Non-Player Characters (NPCs) in Magnetic Scrolls games (see page 52). On occasions, the three games in this compilation require you to use a slightly different grammar.

THE GUILD OF THIEVES

The Guild of Thieves
You can ask <someone> about <something>
>ASK FRED ABOUT DUCKS
You can say to <someone> "<something>"
>SAY TO FRED "HELLO"
or you can just

Say "<something>"
>SAY "HELLO"
or even
<someone>, <something>
>JOHN, HELLO

And bear in mind that you don't always have to talk quietly!

FISH!

Fish!

In this game, you use the same basic grammar to talk to NPCs as you do in The Guild of Thieves, but at one point you need to invite a character somewhere. Here are two ways of inviting a NPC to the cinema, for instance:

>JOHN, WOULD YOU LIKE TO GO TO THE CINEMA?
>ASK JOHN TO THE CINEMA.

CORRUPTION

Corruption

Corruption is quite different again – all you can do is ask NPCs about things and tell them about things that you already know about.

Ask <someone> about <something>
>ASK FRED ABOUT DUCKS

Tell <someone> about <something>
>TELL JOHN ABOUT DUCKS

Trente et Quarante

Simple enough – like all casino classics – but fortunes can be lost as well as made. The rules are simple. Cards are dealt in two rows, red and black. If the first card dealt is black, the dealer continues dealing cards to the black row until its total value is equal to or greater than thirty-one. Face cards count ten points, aces count one. She then deals the red row in the same way. (If the first card was red, then the red row would be dealt first.) The winning row is the one whose total is closest to thirty-one. If both rows are the same, the bank takes all bets.

You bet on the row you think will win. You can bet on RED or BLACK, or on COULEUR (where you bet on the row which is the same colour as the first card) or INVERSE (the row of the opposite colour to the first card).

The normal way to place a bet is to say

>BET <XPOUNDS/CHIPS> ON <RED/BLACK/COULEUR/INVERSE>.

Winning bets pay evens (ie if you win, you get your stake back plus an equal amount).

Example: You

>BET 10 POUNDS ON INVERSE

The first card dealt is the six of Clubs (A BLACK card); this means that you are betting on the RED ROW. Dealer deals 4, 9, Ace, King and 8. Total for the BLACK row is 38. She then deals Queen, 9, Ace, 4, 8 to the RED ROW, giving it a total of 32. The RED ROW is closest to 31, therefore you win £10 plus your original stake of £10 making a total of £20.

Blackjack

This is named after the 'Black Jack' – the combination of a face card (worth ten) and an ace (worth eleven – or, under certain circumstances, worth one). You are gambling on whether you can get nearer to a total hand value of twenty-one – without exceeding it – than the Bank (that is to say, the dealer). The dealer gives you your first card. You place your bet. The syntax is:

>BET (X POUNDS OR X CHIPS).

You then get a second card. This is the minimum hand with which you can play. If you are happy with this hand, you can now 'Stick' – in other words, decline any further card. You do this by typing NO or N or STICK or S when the croupier asks if you want another card. The croupier at this point, or whenever you do 'stick', will show her hand. If your two cards add up to less than 21 you should now consider whether 'twisting' – asking for another card – is likely to bring your total to more than 21. If you have, for example, two tens, or a ten and a King, then drawing another card is likely to push you over the limit, in which case you have 'bust'. (Note that in these circumstances, you are allowed

to count an Ace as equal to one rather than eleven. You needn't worry about this as the computer calculates the best value for your hand if you have an ace.

If on the other hand, you want another card, type YES or Y or TWIST or T.

The game ends when you stick or bust, or when the croupier busts. You win if you beat her, or if you are still in the game when she busts. She wins all draws..

If you win with a Black Jack hand, the payout is 3 to 2 – that is 35 for every 32 you bet (because you get your original stake back, too). Everything else pays evens.

NB Some Casinos recognise another form of winning hand, where the Player holds five cards and his total still remains under twenty-one, called a 'five-card trick'. Pay attention to the house rules of your casino.

Baccarat

Everyone gets a chance to be a star in Baccarat, because it's played by one of the players at the table against the 'bank' or dealer. House rules vary as to who can be the Player; in Casinos populated by dedicated gamesters, the casual visitor has little or no chance of becoming Player, so might as well simply take his place with the rest of the table.

The Player takes the 'Shoe', which holds the cards. The betting is on whether the Player or the Bank will win, so the first thing to do is:

> BET (X POUNDS OR X CHIPS) ON (BANK OR PLAYER)

Both Bank and Player are dealt two cards from the Shoe, face up. They add up the values of their cards (Aces count as one, face cards count as ten), then knock off the first digit if the total is ten or more. For example, if the Player is dealt a 5 and a 4, his hand value is 9; if dealt a 7 and a 3, the hand value is zero; and if dealt a Queen and an 8, the total value is 18 so knock off the '1' giving a hand value of 8.

This particular hand value, called a 'natural' is an immediate winner. So is a hand value of nine. If there is a draw, neither the Player nor the Bank wins; the casino takes all the bets on the table.

If neither player has a natural and there is not a draw, play now continues. The rules are strict. If the Player's hand was 5 or less, he has to draw another card (let's call this one, 'C') and recalculates his total. If, alternatively, his hand totalled 6 or 7, he must stand – that is, he isn't allowed any more cards.

If the Player has to stand, the Bank then follows the same rules; in other words, if she has 5 or less, she draws another card, if she has 6 or 7 she stands.

If, on the other hand, the Player drew another card – the one we called 'C', remember – the Bank follows a different set of rules:

1) If the Bank's hand is 7, she stands
2) If the Bank's hand is 2 or less, she draws another card
3) If the Bank's hand is 3 to 6 inclusive, then what she does depends on the value of the Player's card, 'C', as follows:
    a) Bank's hand = 3, stand if C = 8, else draw
    b) Bank's hand = 4, stand if C = 1, 8, 9, or 10 else draw

c) Bank's hand = 5, stand if C = 1, 2, 3, 4, 5, 8, 9 or 10, else draw

d) Bank's hand = 6 stand if C = 1, 2, 3, 4, 5, 8, 9 or 10 else draw.

At the end of this process, the hand values are recalculated, and the highest one wins. The casino takes all bets if there is a draw – that is, neither Player nor Bank wins. If you bet on Bank and it wins, the Casino takes 5 percent of your winnings (calculated to the nearest pound) as commission.

A winning Baccarat hand pays evens, like Trente et Quarante.

General Notes

The house limit in the City's casinos is usually £100,000.

Most Chips are worth £10, but you can receive smaller-value chips in your winnings. If you want to use these to bet with, you will have to calculate the value and: BET X POUNDS, but watch out – there may be a minimum bet.

GLOSSARY AND INDEX

Terms used in this manual
Index

Glossary

Accessories
The group of game windows which complement the Session Window. They are: Graphics, Map, Compass, Inventory and Items in Room.

Active Window
The window which currently has the Keyboard Focus.

Action Button
See 'Buttons'.

Alert Signal
The visual or audible signal given by the game when it wants to attract your attention. Can be set under 'Preferences'. See page 39 of this manual for a full description of the Alert Signal and how to alter it under Preferences.

Applications
Collective name for the game windows that exist separately from the Session Window. They are: Help and Preferences. See page 36 of this manual for a full description of the Help facility, and page 38 for an explanation of the function of the Preferences application.

Arrow Keys
The up, down, left and right direction keys which can be used to move Pointers around the game screen. Also called cursor keys.

Auto Window Control
In situations where memory is at a premium, it may not be possible for the game to reside in its entirety in the available RAM of your machine. When this happens the system prioritises Windows in such a way that when one opens it does so at the expense of another (which is closed down). However, when the open Window is later discarded, the game reinstates the Window that it shut down. This process is termed Auto Window Control; more details on memory management can be found on page 6 of this manual.

Bell
The audible signal made by the game when it wants to attract your attention. See also 'Alert Signal' and 'Flash'. For a description of how the bell can be set under the Preferences application, see page 38 of this manual.

Button
An area of the screen which may be Clicked to set an option or perform an action. A button has text associated with it which describes the operation of the button. There are two types of button: Action buttons and Radio buttons. Action Buttons perform actions when clicked, and Radio Buttons are used to choose options. See page 12 of this manual for further details.

Click
Pressing and releasing a button on a Mouse within a short space of time constitutes a click. The mouse should not be moved before the button is released.

Clipboard
A conceptual label for a piece of computer memory in which text which has been Cut or Copied resides. The text may be Pasted from the Clipboard to the Insertion Point at a later stage. See page 25 for an explanation of facilities available for editing text.

Close Gadget
The rectangular Gadget which appears in the top left corner of many Frame Windows. It is used to close the window. See page 11.

Command Line
The bottom line of the Session Window into which you type your instructions to the game. See page 21 of this manual for a full description of text entry.

Compass Window
An Accessory Window that can be used to navigate around the game as an alternative to typing in directions at the keyboard. See page 33 of this manual for a full description of its operation.

Copy
The term used to describe what happens to a selected region of text when it is sent to the Clipboard but not deleted from the screen. See also 'Cut', 'Paste' and 'Clipboard'.

Cut
The term used to describe what happens to a selected region of text when it is sent to the Clipboard and deleted from the screen. See also 'Copy' 'Paste' and 'Clipboard'.

Current Directory Window
The area at the top of the File Selector where the disk directory currently being examined is displayed.

Default Button
An Action Button which responds to the RETURN key being pressed by behaving as if it had been Clicked. The default button is distinguished from other Action Buttons by virtue of its double border. See also 'Button'.

Dialog Box
A special window which appears on screen when the game system requires either confirmation or more information before proceeding. There are two types of dialog: Passive and Interactive. Passive dialogs require only that you click a button to acknowledge the dialog or to make a simple decision. Interactive dialogs need more information than can be readily requested by a passive dialog – a file name for example. Turn to Page 41 for more details.

Double-click
Two Clicks in rapid succession, made without moving the mouse. See 'Click'.

Drag
The action of holding down a mouse button and moving the mouse pointer to a new position before releasing the button. Used for several things, including repositioning windows on the screen.

File Selector
An active dialog box used to select the path and file name of a file to be read in or written out. See page 42 for details on how to save and load files.

Flash
The visual signal given by the game when it wants to attract your attention. See also 'Alert Signal' and 'Bell'. Can be set under Preferences, as explained on page 39 of this manual.

Font
Text characters on the screen and on a printed output will normally conform to a specific style. A set of characters corresponding to a particular style is known as a font.

Frame Window
A window with a frame around it. Frames serve to define the edges of the window and to provide space for Gadgets which operate on the enclosed Window.

Gadget
A small graphical object which may be Clicked to perform a specific task. Gadgets differ from Buttons in that they perform set actions whereas Buttons are more general-purpose, their action being described by text to be found either within or adjacent to the Button. Gadgets are most often found attached to Frames. Turn to page 8 for a description of how to use Gadgets.

Graphics Window
An Accessory window that is used to display images.

Help Window
An Application window that provides on-line help for the game.

Icon
A graphical object used to represent a concept or real-world object.

Insertion Point
The point in a text window where typed characters will appear. The insertion point is marked by a ^ symbol. Turn to page 21 for more detail on text entry.

Interactive Dialog
See 'Dialog Box'.

Inventory Window
An Accessory providing a graphical representation of the objects that you are currently carrying or wearing in the game. See page 33 of this manual for a full description of its operation.

Items in Room Window
An Accessory providing a graphical representation of the objects present at your current location in the game, apart from carried items or things which are hidden in some way. Page 33 of this manual describes of its operation.

Keyboard Focus
The window in which typed characters appear when you use the keyboard has the keyboard focus – to indicate this, its name appears white out of black in its title bar, and a cursor showing the ^ Insertion Point is normally activated.

Map Window
An Accessory window that provides a graphical representation of the explored

geography of the game. Only locations that you have already visited are revealed. See page 31 of this manual for a full description of its operation.

Memory Manager
The part of the game system concerned with managing computer memory; a full description of the Memory Manager begins on page 6 of this manual.

Menu
A list of items or commands which can be selected with the Pointer. There are two types of menu in the game: Pop-up and Pull-down. Pop-up menus are associated with a specific window and appear when the right-hand Mouse button is pressed whilst the Pointer is within the boundaries of that window. Pull-down menus are attached to Menu Bars and are activated when the left-hand Mouse button is pressed whilst the Pointer is placed at the relevant position within the Menu Bar. See page 4 of this manual for a details on how to use menus.

Menu Bar
The area of a Window set aside for Pull-down Menus (see above).

Menu Item
An item appearing on a Menu that can be selected (see above).

Mouse
A pointing device which, by virtue of its motion, moves a Pointer on the

screen. Mice have one or more buttons which are pressed to indicate to the computer that some action is required.

Passive Dialog
See 'Dialog Box'.

Paste
The process used to transfer the contents of the Clipboard to a text window. See also 'Cut', 'Copy' and 'Clipboard'.

Pointer
An on-screen cursor – usually an arrow shape – which indicates the current Mouse position.

Pop-up Menu
See 'Menu'.

Preferences
An Application used to customise various aspects of the game system.See page 38 of this manual for a full description of its operation.

Prompt
A cursor (>) used by the game parser to indicate that it is waiting for your next command.

Pull-down Menu
See 'Menu'.

RAM
A three-letter acronym standing for Random Access Memory. This is the type of memory used by your computer to store transient information.

Radio Button
See 'Button'

Resize Gadget
A Gadget used to alter the size of a window – see Gadget and Frame Window.

Room
The smallest distinct geographical area in the game world.

Scroll Bar
Scroll bars are attached to the bottom and/or right-hand edge of some windows. They allow the window's contents to be panned about so that a particular area of interest may be viewed. The game's scroll bars also convey information: the position of the Thumb along the length of the scroll bar shows where in the Window's contents the visible portion currently is; and the size of the Thumb relative to the length of the scroll bar is indicative of the proportion of the window's contents that is currently visible. Clicking on the arrow shapes

at each end of the scroll bar or Dragging its Thumb moves the contents of the window. Turn to page 10 of this manual for a detailed description of Scroll Bars and their operation.

Select
Something is said to be selected when it is highlighted in some way. An item on a list may have its text colours inverted, for example. Things are usually selected with a single Click, or, in the case of Menu Items, by placing the pointer over the item. Text is selected by dragging the cursor over it.

Session Window
The main window in the game. This is where you type your commands and where the game responds to what you have done. This window cannot be closed. See page 20 of this manual for a full description of its operation.

Thumb
The rectangular object which travels up and down the length of a Scroll Bar. Dragging the thumb along the length of the Scroll Bar scrolls the contents of the enclosed Window. More details appear on page 10; see also 'Scroll Bar'.

Title Bar
These are attached to Frame Windows and are located along the top edge. The title bar contains the name of its window and becomes inverted when that window has the Keyboard Focus. Positioning the Pointer over the title bar and

dragging it to a new location on the screen moves the entire Frame Window to that position. Further details appear on page 9 of this manual.

Window
An self-contained area of the screen that allows you to 'look' through it at the information it contains.

Zoom Gadget
A gadget found in the top right-hand corner of a Frame Window. Clicking on this gadget toggles the size and position of the window between its maximum size and its last set size and position. See page 11

Zoom Lines
A visual effect occurring when windows are opened and closed.

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